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THE WORLD'S MOST WAY PAST COOL COMIC!

SONIC

THE HEDGEHOG™

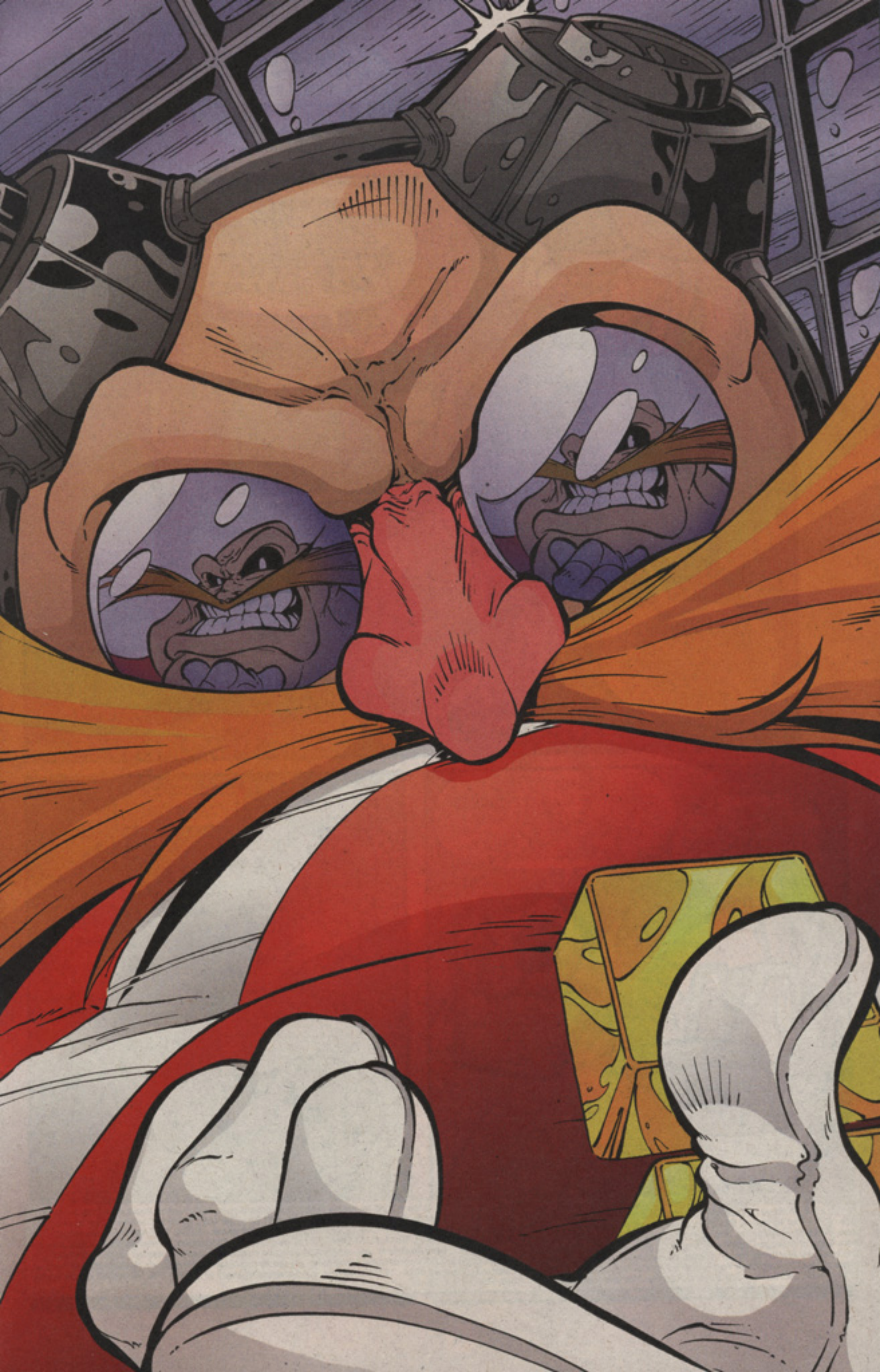


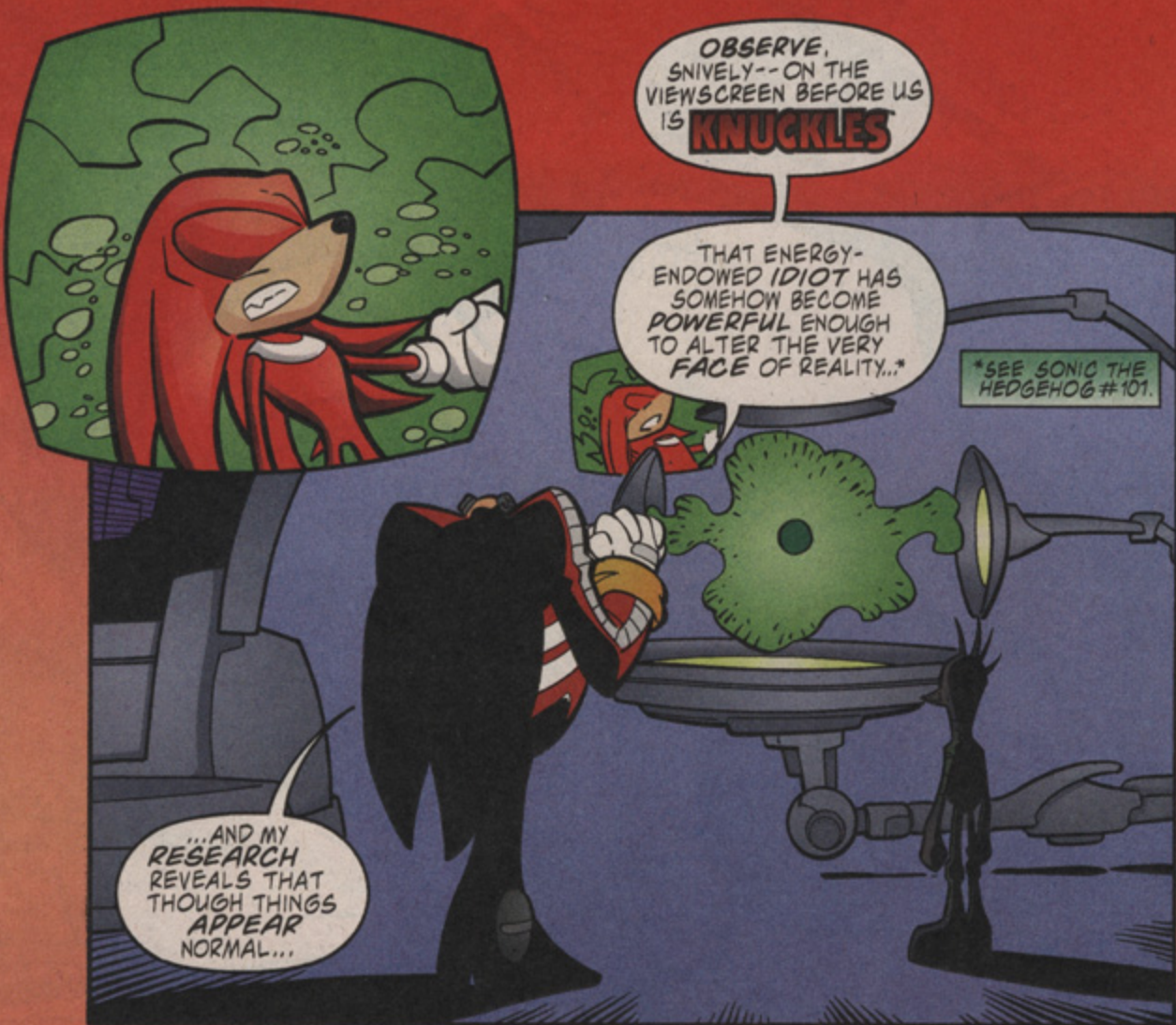
SAY IT ISN'T SO...
THE RETURN OF THE ORIGINAL
DR. ROBOTNIK!



DIRECT EDITION

SAF
KISHIRO
ARMY





ROBOTNIK x2 = TROUBLE!

BENNY LEE/WRITER RON LIM/PENCILER ANDREW PEPOY & PAM EKLUND/INKERS
JEFF POWELL/LETTERER JOSH & AIMEE RAY/COLORISTS J.F. GABRIE/EDITOR
VICTOR GORELICK/MANAGING EDITOR RICHARD GOLDWATER/EDITOR IN CHIEF



I COULD
ASK THE SAME
QUESTION..

AND WHAT
EXACTLY ARE YOU
SUPPOSED TO BE?!



SWAT-BOTS
ARREST THIS BOOB
AT ONCE!

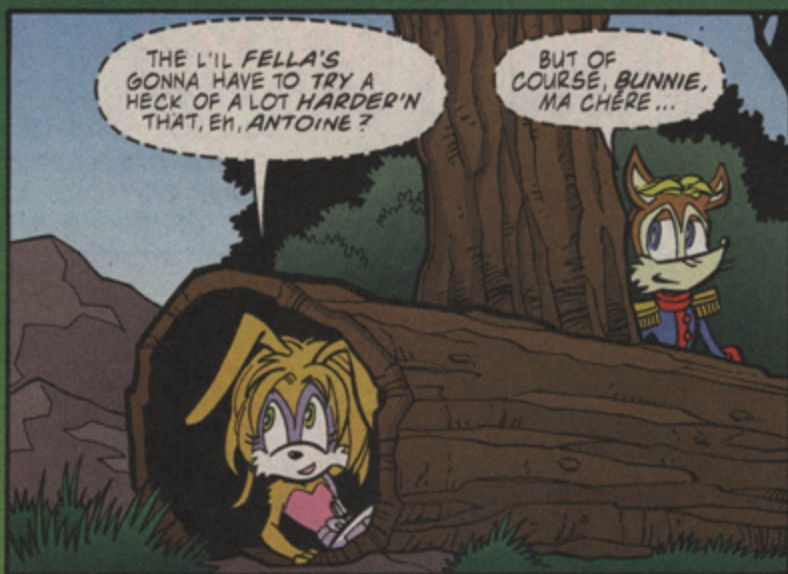
WHA--?! THEY'RE
NOT RESPONDING TO
MY COMMANDS!

NO,
THEY'RE NOT,
ARE THEY?
=Chuckle=



MEANWHILE IN
KNOTHOLE
VILLAGE...

OKAY, FREEDOM
FIGHTERS-- COME OUT,
COME OUT WHEREVER
YOU ARE!



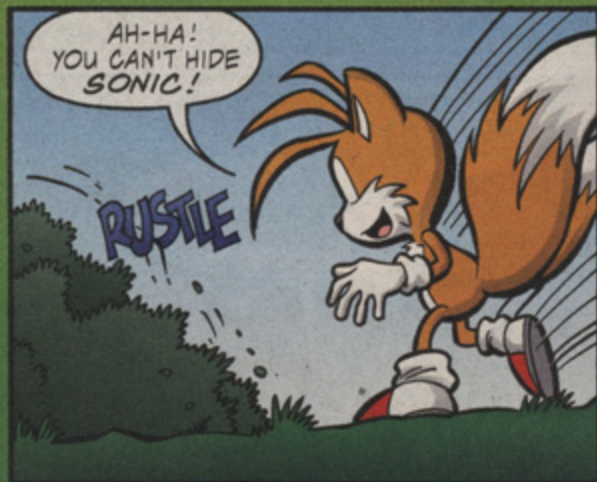
THE L'IL FELLA'S
GONNA HAVE TO TRY A
HECK OF A LOT HARDER'N
THAT, EH, ANTOINE?

BUT OF
COURSE, BUNNIE,
MA CHÈRE...



POOR TAILS...
HE CAN'T SEE ME IN
THE TREES ABOVE...

...OR ROTOR
IN THE RIVER
BELOW!



AH-HA!
YOU CAN'T HIDE
SONIC!

RUSTLE

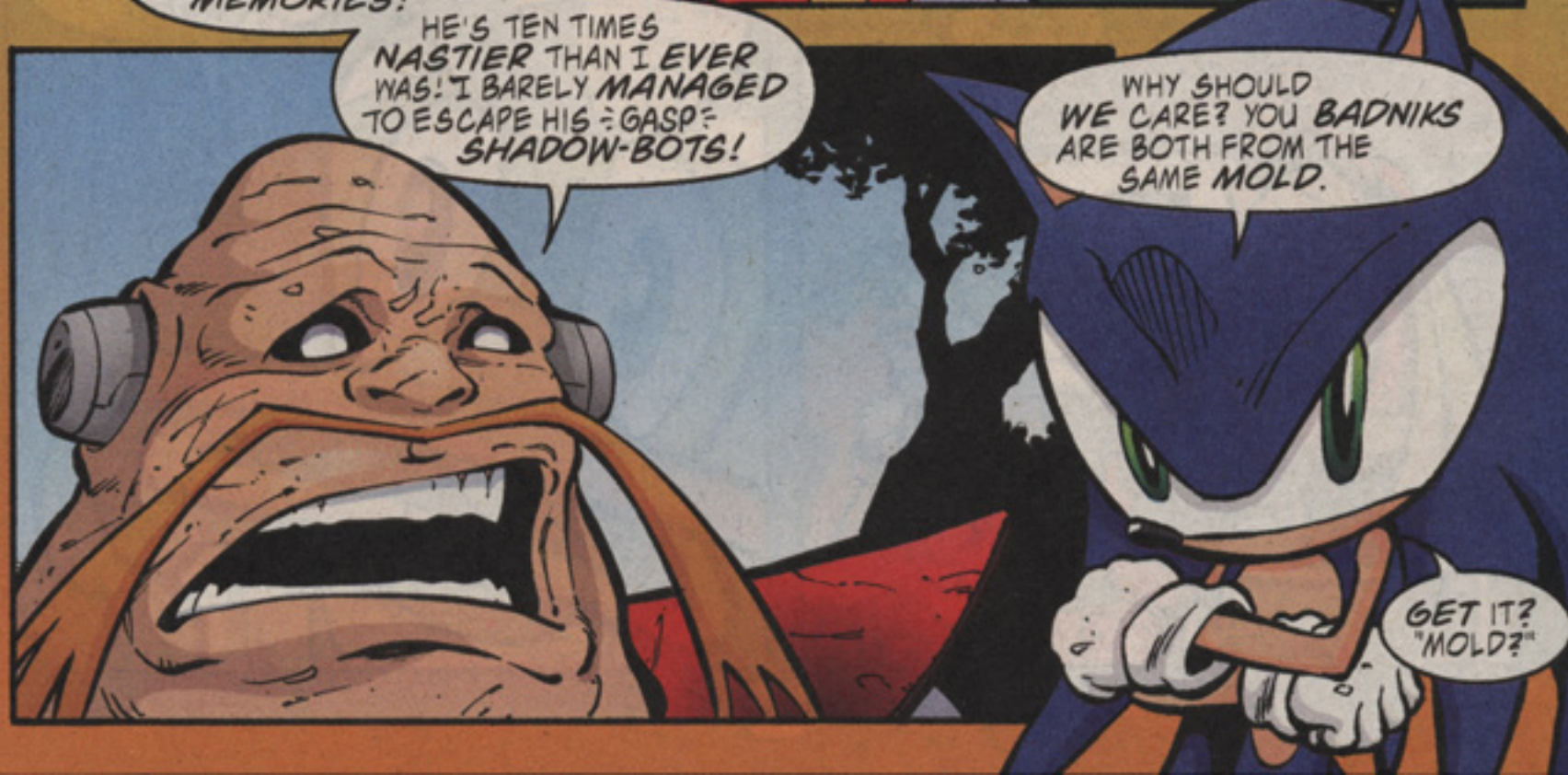


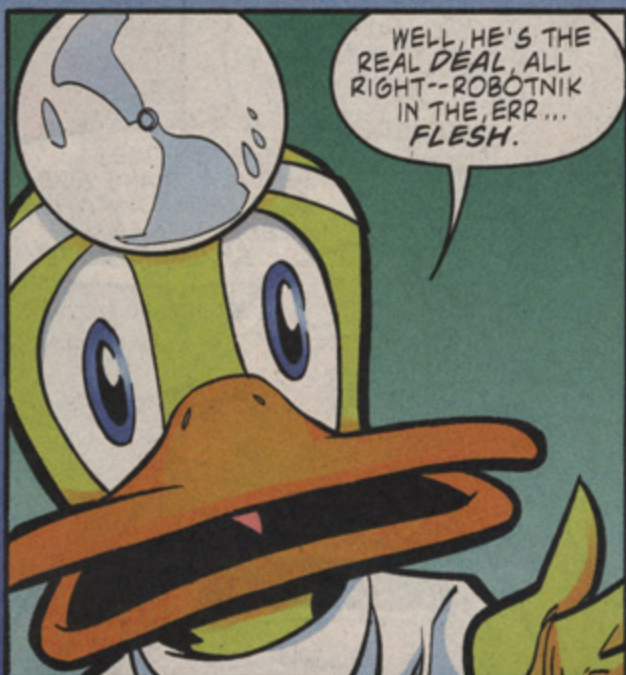
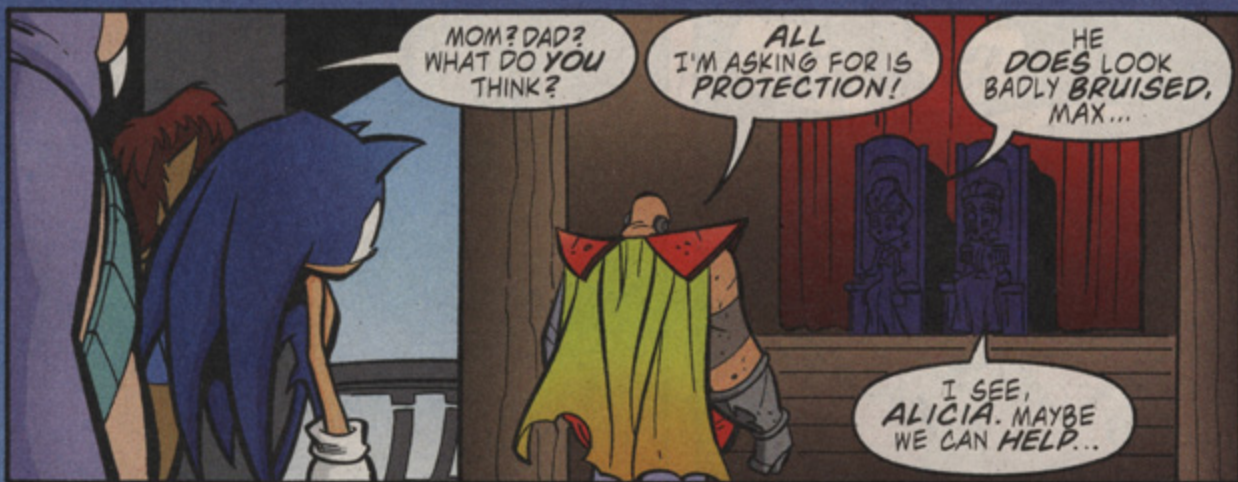
WAITAMINNIT,
BUD! I'M OVER HERE.

HUH?

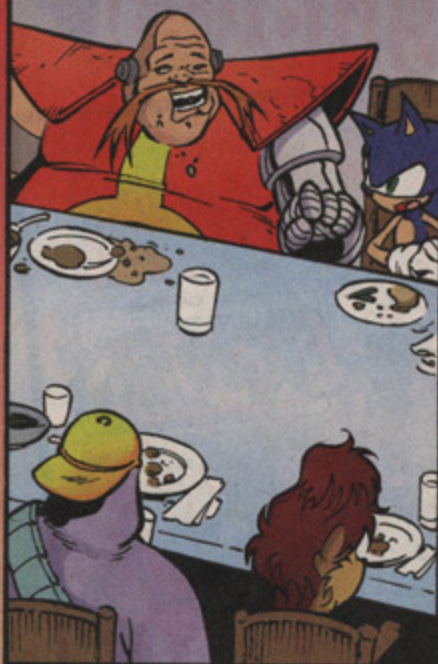


THEN WHO'S
IN THE BUSHES?

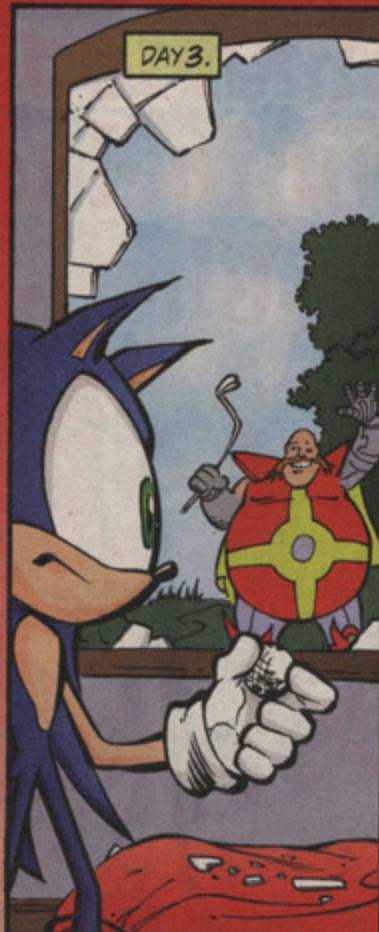




DAY 1.



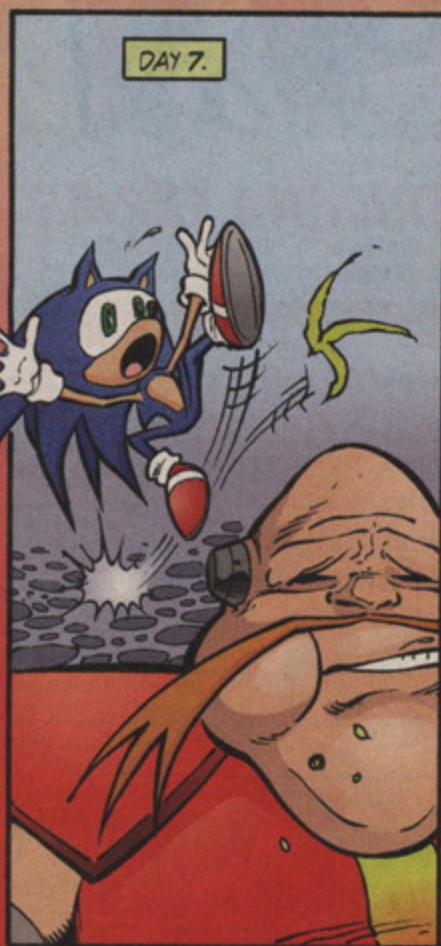
DAY 3.



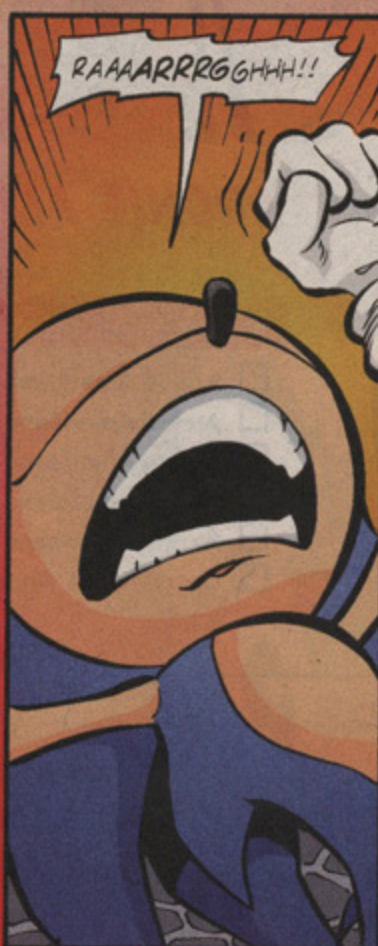
DAY 5.



DAY 7.



RAAAARRRGHHH!!



I MISS
ROBOTROPOLIS
VERY MUCH, YOUR
HIGHNESS, AND
NOW I'M READY TO
FACE MYSELF!

WELL,
IT'S ABOUT
TIME!



SOON...

PRINCESS
SALLY, PERHAPS WE
COULD PUT THE PAST
BEHIND US...

...AND BECOME
ALLIES ONCE I'VE
RECLAIMED MY CITY
FROM THAT MADMAN.

WHATEVER.

GO FISH!

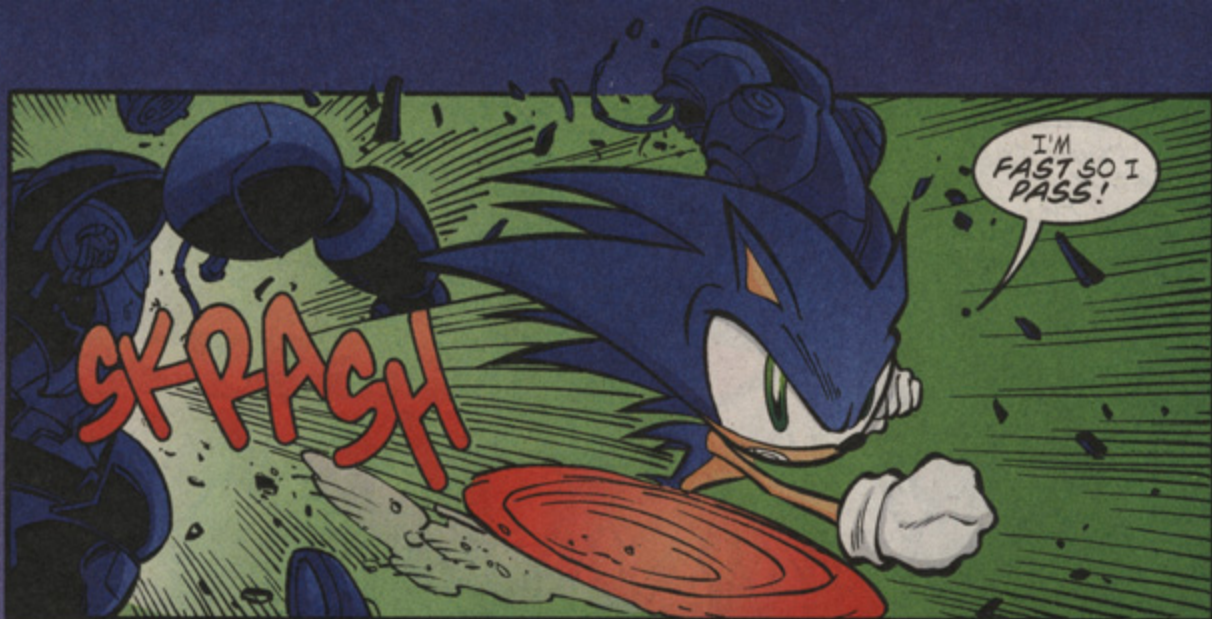
IF I CAN
GAIN ACCESS TO MY
COMPUTER'S HARD
DRIVE...

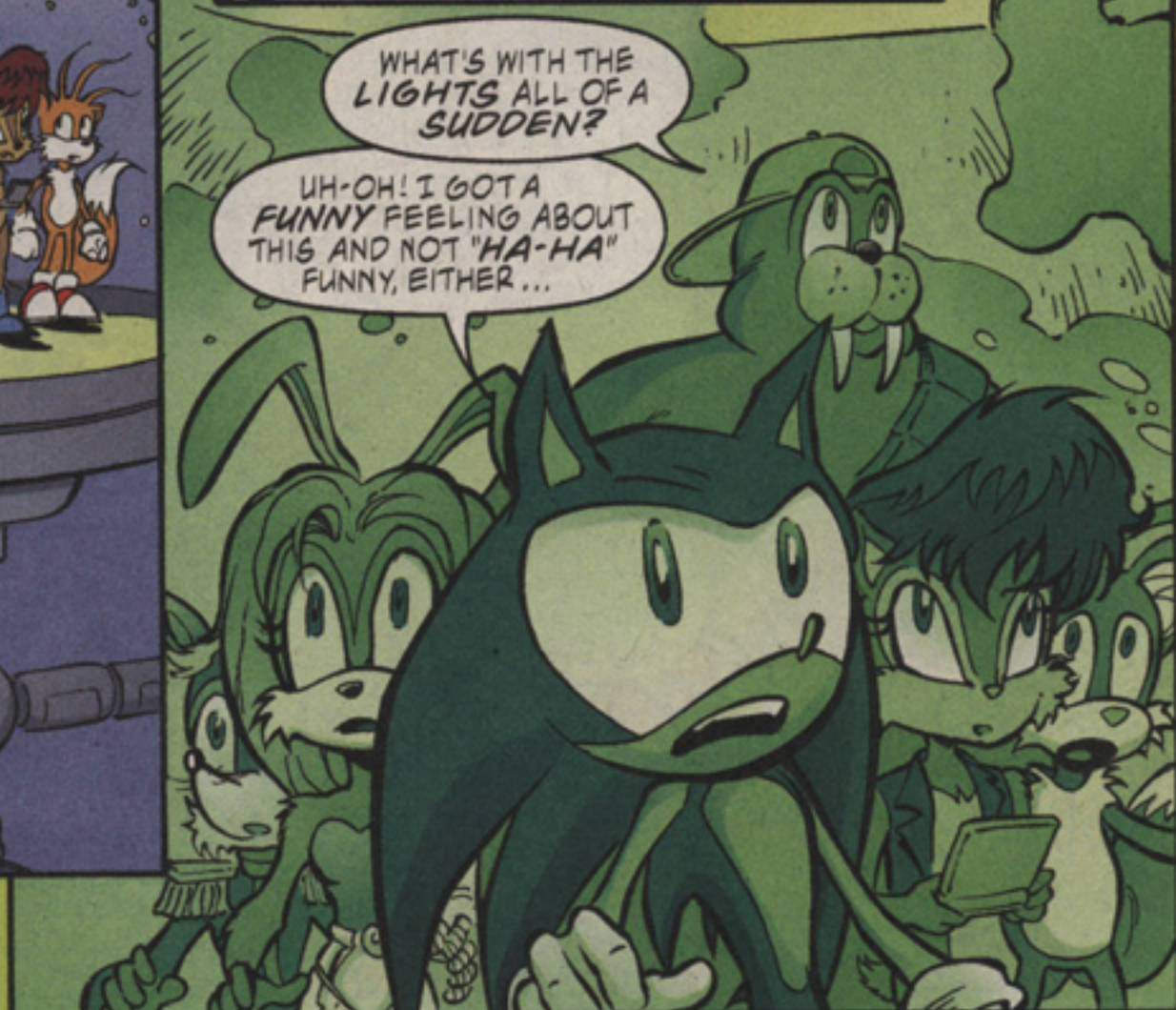
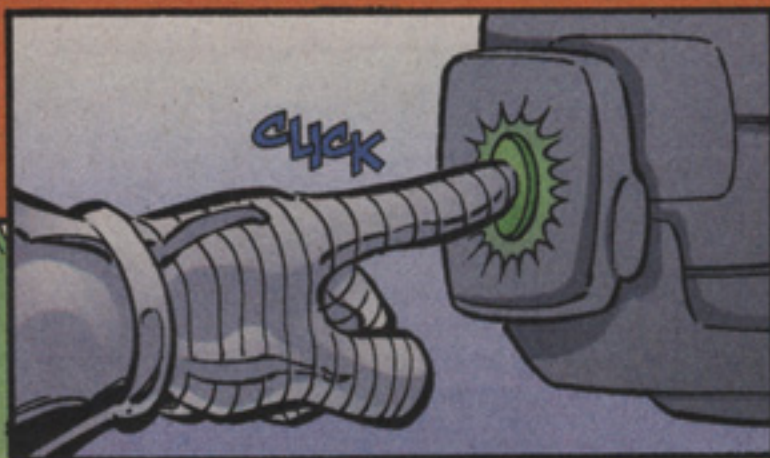
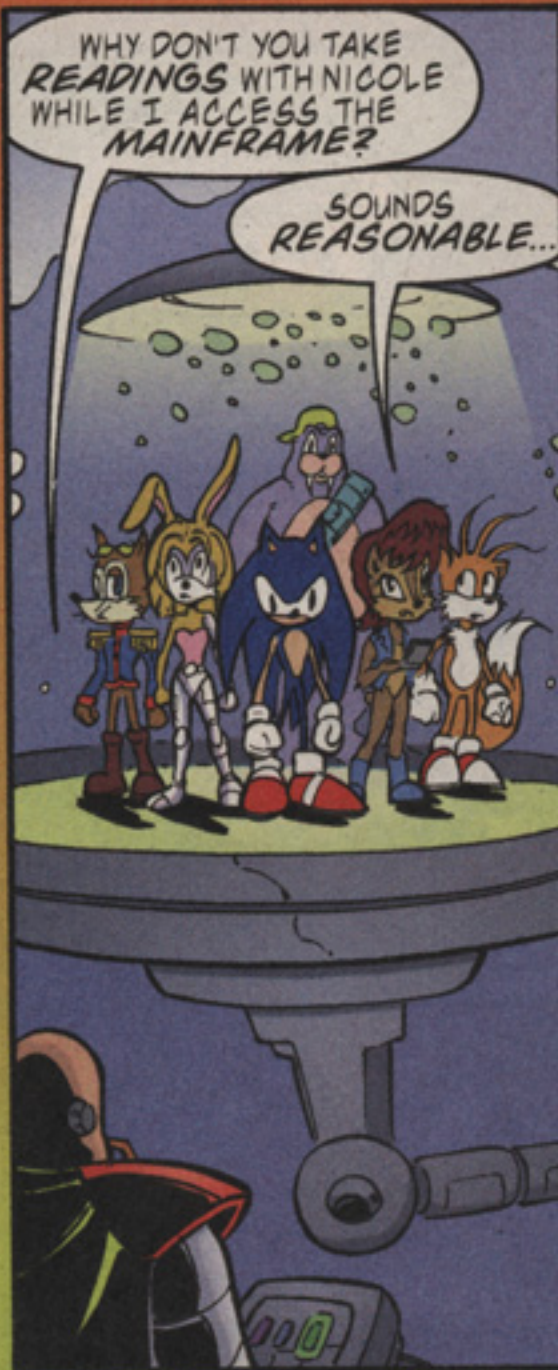
...I'LL BE
ABLE TO REGAIN
CONTROL!

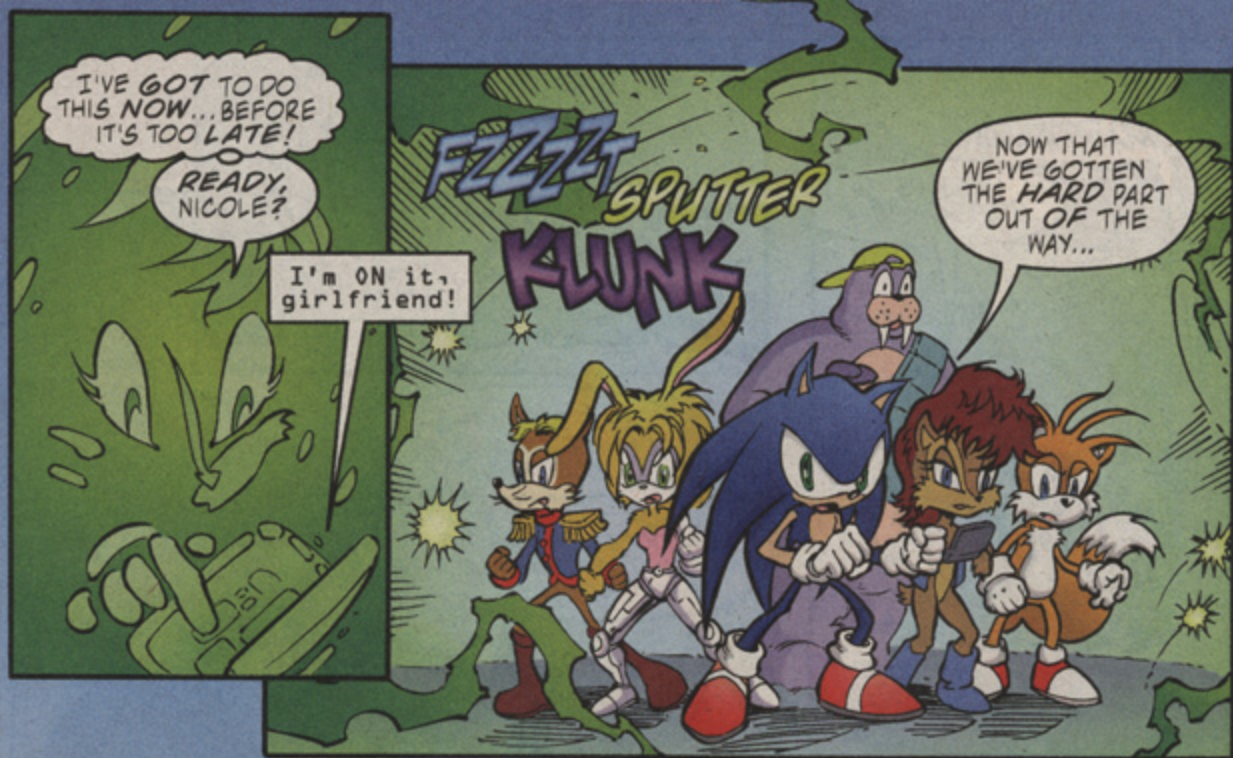
SONIC, TAILS,
ANTOINE AND BUNNIE WILL
HANDLE THE WELCOME
PARTY...

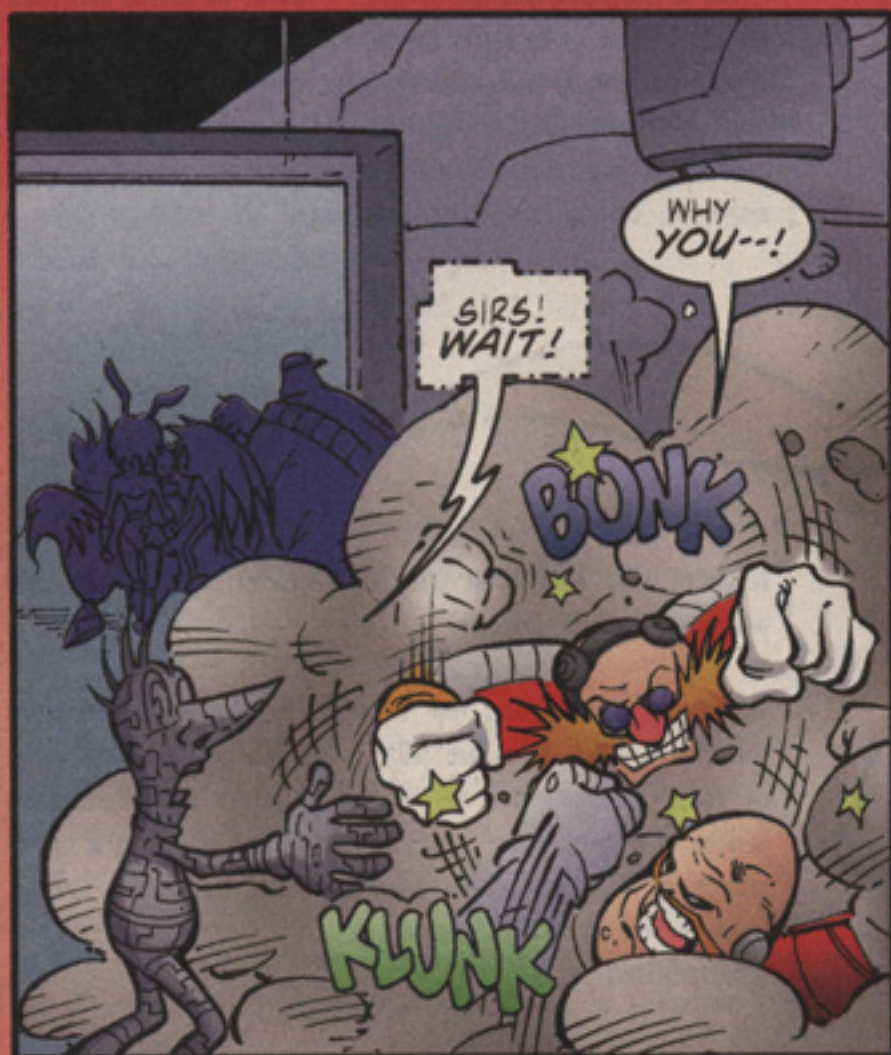
...WHILE ROTOR,
NICOLE, AND I
WILL GIVE YOU
TECH
SUPPORT!

LET'S
DO IT TO
IT!









SEGA DATA FILE: 2

DR. ROBOTNIK I



FIRST APPEARANCE: SONIC THE HEDGEHOG #0,

February 1993

FULL NAME: Dr. Ivo Robotnik (formerly known as Julian Kintobar from the House of Ivo)

RANK: Evil despot, absolute ruler over Robotropolis and all he surveyed

BORN: 253 / 3189 **DIED:** 164 / 3235

HEIGHT: 132 marks **WEIGHT:** 12.7 stone

HAIR: red (when allowed to grow as Robotnik prefer the clean-shaven look)

EYES: coal grey

PREVIOUS EXPERIENCE: Warlord, Chief Scientist

KNOWN FAMILY: Colin Kintobar (brother-roboticized, whereabouts unknown),

Colin O'Snively O Kintobar, Jr (nephew - roboticized), Hope (niece)

KNOWN FRIENDS: None (He betrayed them all)

HISTORY: As the second son born into his family, great things were expected of Julian Kintobar, and for a time he did not disappoint. Beyond that, not much else about his formative years is known other than he had an older brother named Colin and a distinguished career as a scientist among his people. There is evidence, however, that Julian may been a tad too ambitious for his own good, which resulted in the Overlanders outlawing some of his more dangerous experiments. It was his own brother, now a Megapolis Magistrate, who ultimately expelled Julian from their society.

It was at this point that the Hedgehog brothers, Sir Charles and Jules, discovered Julian as he lay in the swamps after having avoided several Overlanders who had been giving chase. Despite Charles' misgivings, Jules felt Julian might prove to be a valuable asset in the Kingdom of Acorn's war against the Overlanders, and thus brought Julian before King Acorn for inspection. The King, in turn,

suggested Julian work in the labs on any number of efforts that could prove helpful to the Kingdom.

The Warlord Kodos, whose own ambitions included world domination over Mobius, soon approached Julian. Julian instead turned the tables on Kodos, consigning him to the Zone of Silence and assuming his position of Warlord. Before long, Julian established himself as a trusted member of King Acorn's inner council, providing the winning strategy, which enabled the King's forces to defeat the Overlanders.

It was during the victory celebration that Julian decided to launch his own scheme of conquest. When no one was paying attention, he staged a palace coup, utilizing his Swatbots to seize King Acorn and banish him as well into the Zone of Silence. Julian then unleashed his Swatbots to go out and arrest every citizen of Mobius in order to subject them to the process of roboticization. Severing all ties to his past existence save one, Julian rechristened himself as Doctor Ivo Robotnik.

Having conquered the citizenry of Mobotropolis (which he soon renamed "Robotropolis"), Robotnik set his sights on proceeding to conquer the rest of Mobius, with an army of mindless roboticized slaves ready to carry out his every command. It didn't take long, however, before resistance forces started fighting back, and his greatest enemy soon turned out to be none other than a hedgehog with an attitude named Sonic.

Frustrated from one plan too many going awry because of the hedgehog, Robotnik struck back with an audacious scheme designed to turn all of Sonic's friends against him. Unfortunately for Robotnik, he only succeeded in enraging Sonic past the point-of-no-return, and found himself in a fight to the death with Sonic just as he activated the Ultimate Nullifier. Sonic managed to survive that ordeal, but for all intents and purposes, Robotnik didn't.

HISTORY: Once upon a time in another zone, the being who would one day be known as Robotnik Mach Two had the same history as Dr. Robotnik I. That history changed when in that zone, Sonic and The Freedom Fighters had Robotnik at the verge of defeat. Rather than lose his reign, he roboticized himself and became more powerful than ever. Now calling himself Robo-Robotnik, this artificial lifeform became bent on conquering every known zone by first eliminating whatever version of Sonic existed within it. His mad scheme came to an abrupt halt when he utilized the Giant Borg in the Prime Zone and was defeated by a multitude of Sonics.

Though his artificial body was destroyed, Robo-Robotnik's cybernetic consciousness returned to his own zone, whereby it became trapped aboard an orbital space station he had been building but had not yet completed. When the first Doctor Robotnik accidentally transported aboard, Robo-Robotnik tapped his memory before transporting him back to his own reality, and learned where fragments of the Giant Borg existed in Robo's native zone.

After recovering the remains, Robo-Robotnik utilized his advanced technology to create a new shell, a carbon-version of the first Doctor Robotnik, and proceeded to wipe out the Royal Family on his Mobius. He then returned to the zone where the first Robotnik existed, only to discover he died while engaging in mortal combat against Sonic.

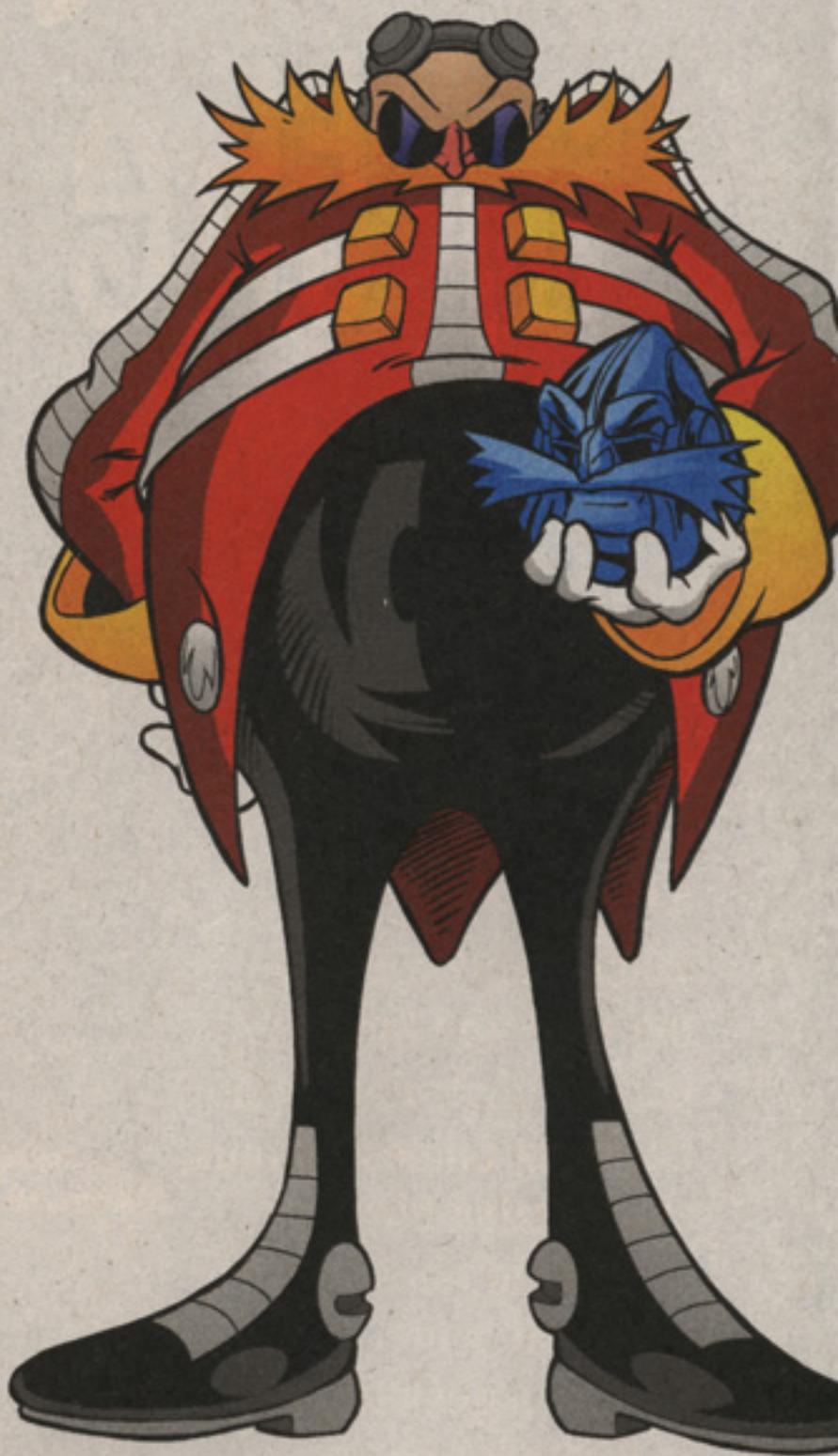
Deciding conquering one zone was as good as another, Robo-Robotnik set up shop and began by building a network of satellites from which he launched his initial attacks. After revealing his existence to Sonic and his fellow Freedom Fighters, Robo -- who now referred to himself as Robotnik Mach Two -- retook Mobotropolis, robbed the roboticized citizens of their free will and enslaved them once again, and embarked on a program to systematically conquer Mobius in a manner even more ruthless than his predecessor ever imagined.

As with the previous Robotnik, Robotnik Mach Two has come to experience defeat and frustration at the hands of Sonic and his fellow Freedom Fighters. The difference this time is that with each new encounter, the combat grows far more deadlier, and no one can say with any certainty who the ultimate victor will eventually be.



SEGA DATA FILE: 10

DR. ROBOTNIK II



FIRST APPEARANCE: SONIC THE HEDGEHOG #19, February 1995

FULL NAME: Robotnik Mach Two (formerly Robo-Robotnik, formerly Dr. Ivo Robotnik, formerly known as Julian Kintobor from the House of Ivo from another zone)

RANK: Evil genius

BORN: 253 / 3189 **ROBOTICIZED:** 46 / 3232

PHYSICAL CHARACTERISTICS: A cybernetic consciousness dependent upon whatever artificial mobile shell this lifeform inhabits

PREVIOUS EXPERIENCE: As Robo-Robotnik: mad conqueror in another zone. As Dr. Ivo Robotnik: Warlord, Chief Scientist

ABILITIES: Whatever any individual mobile shell he inhabits is designed and programmed for

CASTLE
ACORN...

MOM...DAD...I
RECEIVED THIS
LETTER FROM AN
OVERLANDER REFUGEE,
DOCTOR ROBOTNIK'S
NIECE...

"...A GIRL NAMED HOPE!"

KARL BOLLERS WRITER J. AXER PENCILER ANDREW PEPOY INKER
JEFF POWELL LETTERER JOSH AIMEE RAY COLORISTS J.F. GABRIEL EDITOR

SHE WRITES,
"DEAR PRINCESS
SALLY..."

...this is
my story.



a bunch of us left Mobius when I was two years old, in search of a new home.



We remained in coldsleep while we traveled...

...and, during that time, I learned about Mobius' past...



...about how we Overlanders and you Mobians had always been mortal enemies.

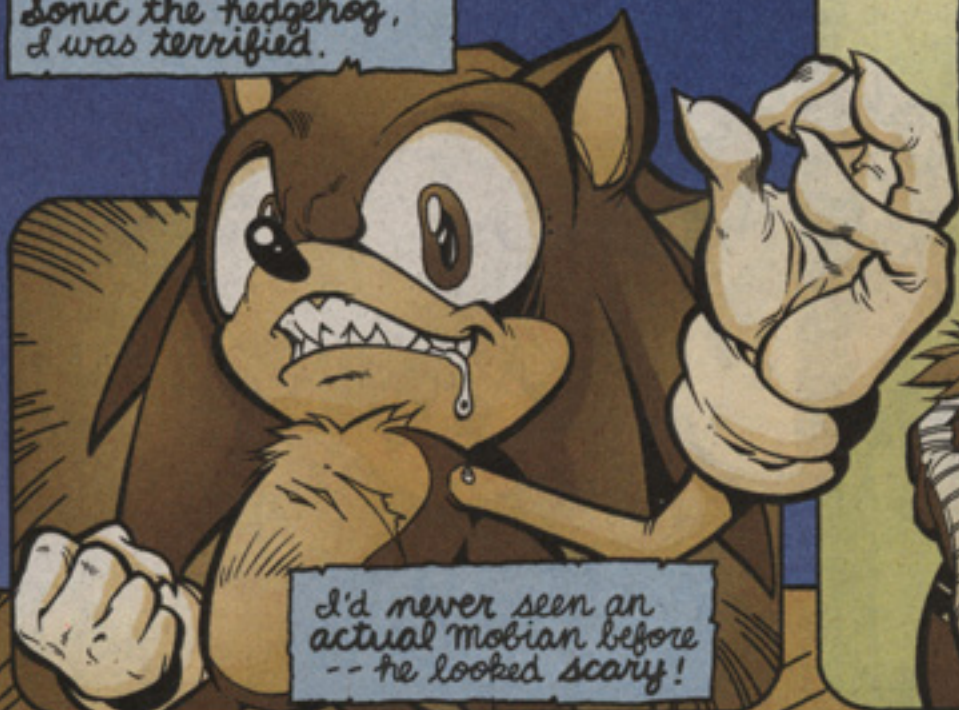
That was the reason why we'd left.



But, after the ship's power source was drained, we had no choice but to return.



The first time I saw Sonic the Hedgehog, I was terrified.



I'd never seen an actual Mobian before -- he looked scary!

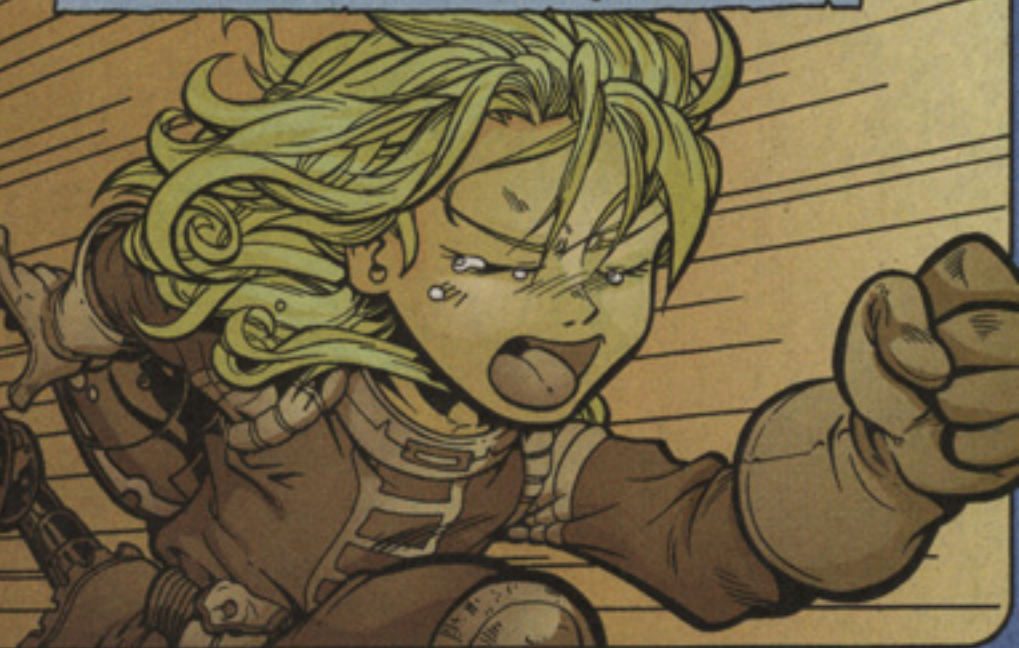
And when my step-uncle Julian -- the ruler of Robotropolis -- told me Sonic was evil, I believed it. So did my stepdad and my grandma...



...but after seeing a roboticized Mobian inside Uncle Julian's science-fortress...



...I started to feel differently.



When Sonic showed up one day and roboticized Mobians were racing through the streets...

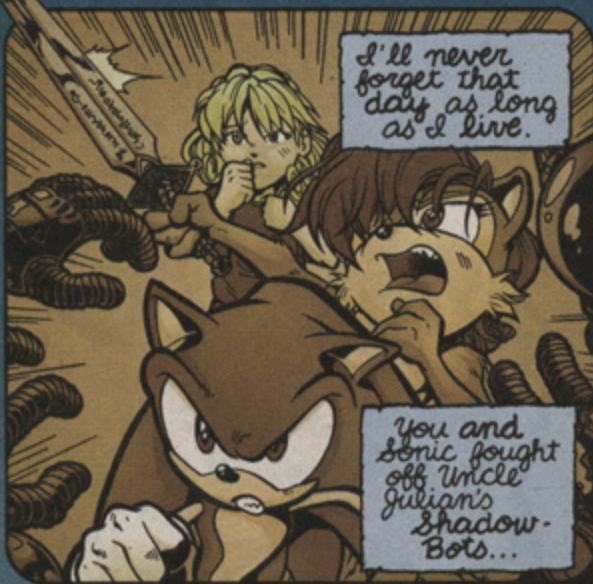
...Uncle Julian said it was an attack, but I believed Sonic had led them to freedom.



Before I could warn anyone...



...Uncle Julian revealed he was a robot who planned to turn us all into robots, too!



I'll never forget that day as long as I live.

You and Sonic fought off Uncle Julian's Shadow-Bots...



...and saved me and the other Overlanders from a fate worse than death.



all except dad and grandma.



I spent most of my life inside a spaceship and the last six months in Robotropolis.

Knothole is the most beautiful place I've ever seen



And even though I'm related to Robotnik, here I've only been treated with kindness.

I want to thank you, Sonic, and the other freedom fighters for traveling far away to find a new home for my people...

...and for also showing me that Overlanders and Mobians aren't so different after all.

I've seen your love and devotion toward each other...

...witnessed teamwork, and the sense of pride and accomplishment it gives you.

and though I know it's not always sunshine and roses around here...

...I somehow wish I could stay.
Hope Kintobor

A UNIQUE WISH...

FROM A MOST UNIQUE ORPHAN. LET US GRANT IT.

WELCOME, HOPE...

YAAAAAY!

THANK YOU, PRINCESS. THANK YOU...

The End.



MELODY ST. JOHN
WEST CHAZY, NY

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drawing printed,
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Publications, Inc.
P.O. Box #419
Mamaroneck, NY
10543-0419

SORRY...
ART WILL NOT
BE RETURNED!



Randall Drew
RANDALL DREW
ROESTENKILL, NY



MARSHA DORT
SMITHS CREEK, N.B., CANADA



GENEVIEVE DESORMIERS
EDMONTON, ALBERTA, CANADA

HAVING RESTORED THE INHABITANTS OF THE FLOATING ISLAND FROM THEIR IMPRISONMENT IN ANOTHER ZONE,

KNUCKLES™ THE ECHIDNA

NOW FINDS HIS ALIGNMENT WITH DIMITRI AND HIS DARK LEGION BEING QUESTIONED BY THOSE CLOSEST TO HIM...

REUNIFICATION

PART 3

ANOTHER CHAPTER IN THE ONGOING SAGA OF SEGA'S EVER-POPULAR ECHIDNA, BROUGHT TO YOU BY...
KEN PENDERS--SCRIPT, LAYOUTS & INKS--DAWN BEST--PENCILS
VICKIE WILLIAMS--LETTERER JIA RAY--COLORISTS JUSTIN GABRIEL--EDITOR

HOW COULD YOU, KNUCKLES?!

SUPPORTING THE DARK LEGION?!!

LIKE YOU WOULD CARE ON THAT SCORE, MOM!

CAN YOU IMAGINE WHAT YOUR FATHER WILL SAY WHEN HE HEARS OF THIS?!

I'M STILL YOUR MOTHER, KNUCKLES, AND I WILL NOT BE SPOKEN TO IN THAT MANNER!

--BUT WE GENERALLY SAW EYE-TO-EYE WHERE OUR POLITICS WERE CONCERNED!

HAVE YOU ANY IDEA OF THE EFFECT YOUR ANCESTOR HAS HAD ON OUR SOCIETY?

YOUR FATHER AND I HAD OUR DIFFERENCES WHERE YOU WERE CONCERNED--



IT'S NOT LIKE THE **MITRES*** WERE COMPLETELY INNOCENT, MOM!

MAYBE NOT--

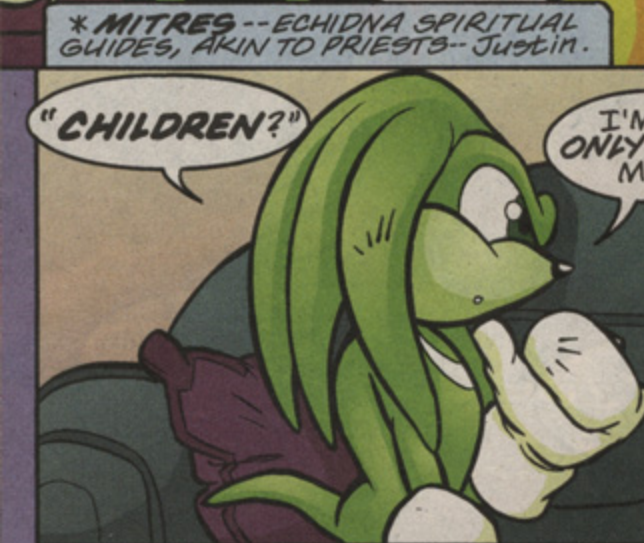
--BUT THEY DIDN'T ATTEMPT HOSTILE TAKE-OVERS LIKE YOUR ANCESTOR, EITHER!



SO, WHY NOT HEAR WHAT **DIMITRI** HAS TO SAY BEFORE GIVING HIM THE OLD **HEAVE-HO**?

BECAUSE HE REPRESENTS A DANGEROUS THREAT TO MY CHILDREN, THAT'S WHY!

* **MITRES** -- ECHIDNA SPIRITUAL GUIDES, AKIN TO PRIESTS-- JUSTIN.



"**CHILDREN?**"

I'M AN ONLY CHILD, MOM!



I DIDN'T MISSPEAK, KNUCKLES!

YOU'RE GOING TO HAVE A SIBLING!

I'M PREGNANT!



Wh...er... ARE YOU SURE?

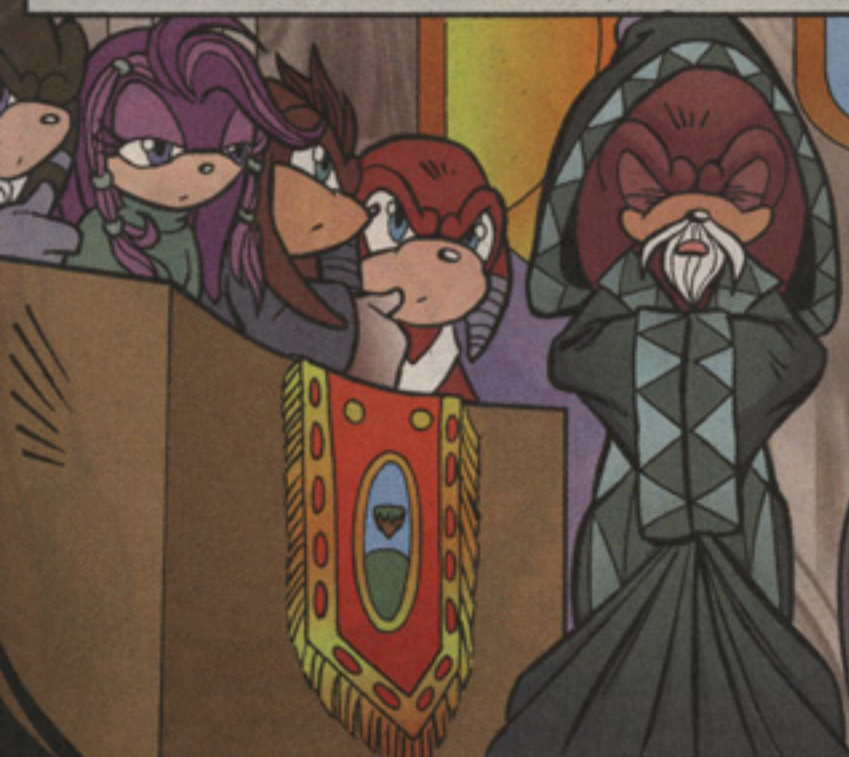
REALLY, KNUCKLES! YOU THINK A **MOTHER** WOULDN'T KNOW THESE THINGS?



GUESS I NEVER GAVE IT MUCH THOUGHT BEFORE!

MUCH LIKE OTHER MATTERS YOU APPARENTLY HAVEN'T CONSIDERED!

AT THAT MOMENT, IN THE HIGH COUNCIL CHAMBERS LOCATED NEARBY, DIMITRI STANDS BEFORE AN ATTENTIVE AUDIENCE...



WHEN I FIRST PROPOSED RESTORING THE FLOATING ISLAND BACK TO ITS ORIGINAL SITE--

--MY PLAN WAS DENOUNCED FOR BEING TOO RADICAL AND DANGEROUS!

I SAY TO YOU NOW--

--RADICAL AND DANGEROUS DOESN'T EVEN **BEGIN** TO DESCRIBE THE SITUATION SHOULD ECHIDNA SOCIETY CONTINUE TO BE **SPLIT** DOWN THE MIDDLE--



-- **BETWEEN** THOSE WHO WOULD WELCOME THE **NEW** AND THOSE WHO STILL CLING TO THE **OLD** WAYS!

WHAT SAY YOU, MITRE?

I TAKE IT YOU DON'T **AGREE**?



ON THE CONTRARY--

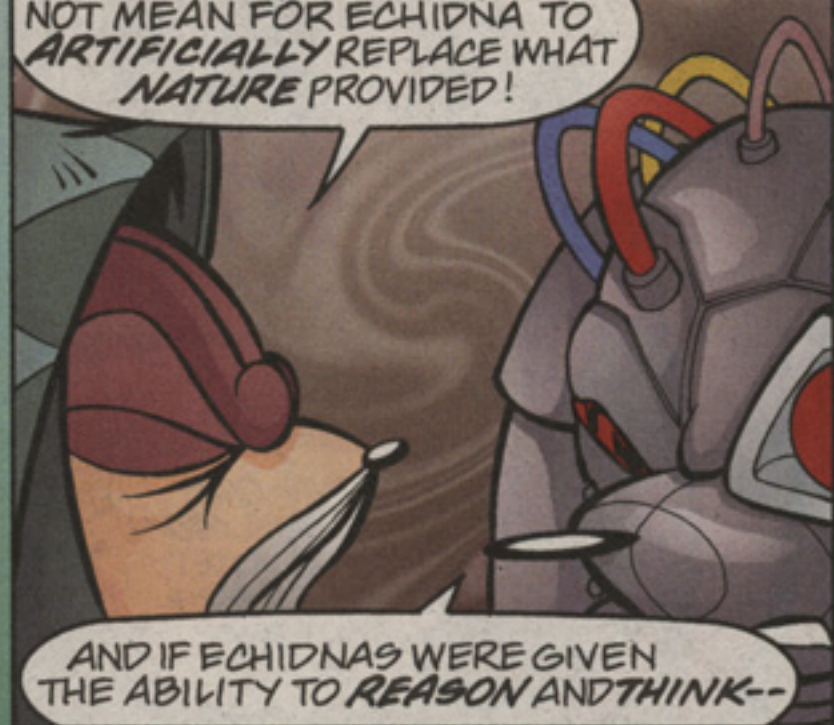
--OUR PEOPLE SHOULD BE UNITED, BUT **ARE** THEY CAPABLE OF **ACCEPTING** SO MUCH CHANGE SO **QUICKLY**?

LOOK AT YOU, DIMITRI--



-- A MASS OF SINEW AND BLOOD **MELDED** TO WIRE AND METAL!

AURORA, HERSELF, DID NOT MEAN FOR ECHIDNA TO **ARTIFICIALLY** REPLACE WHAT **NATURE** PROVIDED!



AND IF ECHIDNAS WERE GIVEN THE ABILITY TO **REASON** AND **THINK**--

"-- DOES IT NOT MEAN TO
UTILIZE THOSE GIFTS FOR
THE GREATER GOOD ? "

HE'S
BEEN IN THERE
LONGER THAN
EXPECTED--

--BUT WHO'S
TO SAY WHAT
EXACTLY
HAPPENED
WHEN ?

ALL I
KNOW ARE THE
ROUGH
DETAILS AND
EVEN THOSE ARE
SUSPECT !

IF DAD NEVER
FOUND A SOLUTION
TO THE PROBLEM,
WHAT HOPE DO
I--

WHOA!

HE'S
BACK!

AND HE'S HEADING
DOWNTOWN !

PROBABLY TO
POW-WOW WITH
DIMITRI AND THE
LORD HIGH
POOBAHS!

NOW HE'S
TALKING TO
HER?!!!

THE ONE
PERSON MOM
ABSOLUTELY
REFUSES
TO TALK
ABOUT!

AND THERE THEY
GO INSIDE-- AS IF
THEY WERE GOOD
BUDDIES !

WHAT COULD
SHE HAVE SAID
TO HIM ?

... OUR GOAL IS NOTHING LESS THAN TO **BRIDGE** THE GAP THAT SEPARATES THE **TECHNOCRACY** FROM THE **THEOCRACY**--

--SO THAT OUR PEOPLE CAN LIVE **UNITED IN PEACE!**

NO BONES ABOUT IT, HIGH COUNCILOR--

--BUT IF I COULD SAY SOMETHING?

BUT, OF COURSE, **GUARDIAN!**

WHAT **ASSURANCES** DO WE HAVE OF YOUR **SINCERITY**, DIMITRI?

YOU AND YOURS HAVE SEVERAL TIMES SOUGHT TO **OVER-THROW** THIS GOVERNMENT BY **FORCE!**

THE CHAIR **RECOGNIZES** THE ONE WHO HAS STOOD AGAINST THE **DARK LEGION** IN **DEFENSE** OF OUR CITIZENRY!

KNUCKLES--?

TRUST ME!

LOOK--

--YOU **KNOW** ME--

--YOU KNOW ABOUT MY **RUN-INS** WITH DIMITRI AND HIS **GOONS**--

--SO YOU GOTTA **KNOW**--

--IT'S **NOT** THE **EASIEST** THING FOR ME TO TELL YOU TO **TRUST** HIM--

--BUT THE **FIGHTING** WON'T **STOP**--

"--UNLESS SOMEONE
IS WILLING TO TAKE A
CHANCE!"

HOLD
IT,
MISS!

WHERE DO YOU THINK
YOU'RE GOING?

I NEED
TO GET INTO
THAT ROOM,
SIR!

NOT WITHOUT
THE PROPER
CLEARANCE!

I'M
REALLY
SORRY--

--BUT
YOU'D NEVER
BELIEVE
MY I.D.,
ANYWAY!

YOU BETRAYED
US FOR THE LAST
TIME!!!

OH,
NO!

THE
CONSTABLE'S
FIRING--

--AND
I'M TOO
LATE!

BE HERE NEXT MONTH
FOR THE STUNNING
CONCLUSION!

THIS JUST IN!



Welcome back, gang! Back-up writer Karl Bollers here! Hope you enjoyed the new three-story format we debuted this issue. Please be sure to write us here at Archie Comics and let us know how you like it!

In the meantime, since we've expanded our creative staff to include a new writer as well as two new artists, we thought we'd dedicate the next few editorials to hearing their thoughts on everybody's favorite blue hedgehog and his cast of supporting characters! And what better way to do that than by asking a few simple questions? So without further ado, we present the first of:

THE SONIC THE HEDGEHOG INTERVIEWS PART 1: BENNY LEE

KARL: *So how did you get the monthly assignment of writing the lead story in the SONIC THE HEDGEHOG comic?*

BENNY: Well, I graduated with a degree in creative writing from Berkeley and I've always been a huge Sonic fan. When I met Sonic editor Justin Gabriele at Toyfair a few years back, he asked if I would ever be interested in writing for the Sonic comic. I was working on an idea for Nickelodeon at the time, but I told him that if my schedule ever freed up, I'd definitely take him up on the offer. As it turned out, here I am...

KARL: *Which version of Sonic is your favorite? The game version? The weekday cartoon version? The Saturday morning cartoon version? The comic book version (Hint! Hint!)?*

BENNY: (laughs out loud) The Macy's Thanksgiving Day parade balloon!

KARL: *Who is your favorite Sonic villain?*

BENNY: Shadow.

KARL: *What made you decide to bring back the original Doctor Robotnik, if only for one issue?*

BENNY: Come on, we hadn't seen poor Julian since the conclusion of 'Endgame'! I'd say it was long overdue...

KARL: *And, finally, Princess Sally or Mina the Mongoose?*

BENNY: That's easy— Amy Rose!

Well, folks, that's all the time we have for now. Join us next month when we interview none other than penciler J. Axert

**Send
Letters To:**
SONIC-GRAMS #108

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P.O. Box #419
Mamaroneck, NY 10543-0419

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Sonic@kenpenders.com

WEBSITE: www.archiecomics.com

SEGA WEBSITE: www.sega.com

Note: Due to the overwhelming amount of e-mail and snail mail, it is impossible for us to reply personally to each and every message. However, your opinions are important to us and each message will be read. Also, due to space limitations, some correspondence may be edited.
Thanks for understanding!

COMING ATTRACTIONS

SONIC
THE HEDGEHOG

No. 109

Next issue:

Wellllll, I heard what you want to do... 'bout your plan to make me blue... "I Herd It Through The Pipeline". Okay, Okay, so romance is the last thing on anyone's mind as Sonic and the gang go north to free Rotor's herd from the effects of Robotnik's roboticizer. What they'll find is probably more than even Benny and Ron bargained for. As for Karl and J. Axer, do they have a story for you, as Princess Sally has a very serious conversation with the Sword of Acorns itself. Talk about weird. Finally, things come to a dramatic conclusion in REUNIFICATION, wherein nothing remains the same in the city of Echidnaopolis, as chronicled by Ken and Dawn.

Plus, the feature pages! Another
**DON'T MISS
EXTRAVAGANZA!**

Before I get to the mail, I just wanted to toot our horn a little due to the fact that as of this issue, SONIC THE HEDGEHOG has now surpassed Marvel's STAR WARS in terms of comic series longevity. It lasted only 107 issues, while we're 108 and still going strong. With your continued support, SONIC has a chance to become the longest running licensed series in comics' history. And with that, let's check out the latest comments and questions:

Dear Sonic-Gram,

I have so much I'd like to talk about, but I'm going to keep it short. Currently, your series is the only comic book I read, because it's the only one that's interesting. You guys have done some terrific adaptations of the games, but I

think it would be cool if Sonic Team did a game based on your awesome comic.

One thing that has bothered me concerns Knux. You should call the Floating Island by its proper (and original) name "Angel Island".

Props also to Nelson Ribeiro for his awesome work on the Downunda's in issue #105. Now if you guys could only make more Sonic Super Specials.

Your friend, Josh Mills

Nelson will be happy to hear someone recognizes his contribution, as it's usually the regulars who get singled out. And what about the great job the letterers and colorists do? This book wouldn't be as great as it is without their talents as well. (To say nothing of JoepeP in production.) As for your game idea, maybe if our readers sent their letters to the nice people at Sega then it might get them interested in such a project. Anything's possible!

Dear Sonic-Grams,

I got into a discussion the other day concerning Mobians who WANT to be roboticized keeping their will when the reason Uncle Chuck trashed it was because it took away free will from anyone it was used on. My take is that since the days of old when Chuck created the Roboticizer, the technology has since then been solely in the hands of Dr. Robotnik. ANY kind of changes to said Roboticizer technology could be made at that time. The "secret project" Robotnik had been working on for a while was an "upgrade" to the Roboticizer technology, which I call Roboticizer 2.0. It borrows from the original technology but is vastly different in what it does and how it does it. With Chuck's roboticizer (we'll call it the 1.0 version) - free will was completely taken away, making the victim mobile, but unable to keep their own free will unless some means of magic brought it back - such as the case of Chuck himself.

Dr. Robotnik has had QUITE a long time with the technology by himself to manipulate and tweak certain facets of it. And thanks to the Monkey Khan link, he had worked on cyborg technology before - which is how you can possibly incorporate Snively's button hand into this.

If you just ignore the continuity glitch that an already roboticized something will blow up in a roboticizer, you can easily say that Robotnik's "Hand Touch" roboticizer makes sense if you think of it as a newer version in comparison to touch. The Roboticizer 2.0 renders the victim COMPLETELY inert and immobile unless you submit to Dr. Robotnik - a bio organic machine himself... it's like a computer being controlled by another computer in a sense. For example - external things like a Zip Disk or Printer can't work unless attached to a computer, correct? So Snively had to agree basically to completely submit his will to Robotnik if he ever expected to remain mobile. Nate, Cheddarmund, Colin, and Agnes of course - never had that chance...

My guess is that when Robotnik WANTS them to move and do his labor as his slaves - he'll make them do so. THIS WAY, he has more control over his own robots and can prevent the Sword Of Acorns from interfering and providing a "macguffin" way out. He'll - can pretty much have COMPLETE and total control - something the original roboticizer never really had a full grasp over. If you think about it in these terms it makes sense. Do you guys agree?
WB

Karl says correctomundo, WB, and with Justin's

concurrence, that's about as good an explanation as anyone will come across explaining how the process now works. Good job.

Dear Sonic people,

I really enjoy your work that you guys have done! I just recently ordered some Knuckles the Echidna back issues. I hope to get them some time soon. On to the questions: (1) When did Wombat Stu get transferred to the King's secret service? (2) When did Queen Alicia get found? (3) What issue of Sonic the Hedgehog did Knuckles first appear in? (4) When did you guys first start writing Sonic comics? (5) How old is Dimitri and what happened to Edmund? (6) What issue of Knuckles the Echidna is Enerjak in? To Dawn Best: I love your art with Knuckles. It is awesome!! Spaz and Harvo, you guys do an awesome job with those covers! That's it for now. DO NOT I repeat DO NOT stop making Sonic comics. Please write me back soon okay!
Your True Blue Sonic Fan, Micah Pratap

Wombat Stu hooked up with the Royal Secret Service back in issue #61, Queen Acorn was revealed to be on the Floating Island in KNUCKLES #21, KNUCKLES first appeared in the now-classic - and very much hard-to-find - SONIC #13 (this story was also reprinted in SONIC FIRSTS and SONIC SUPER SPECIAL #3). I started writing Sonic with issue #11 while Karl made his debut in #51, and Dimitri is at least 400 years old by any standard Mobian measure of time whereas Edmund met his demise many moons ago in KNUCKLES: THE DARK LEGION #2. As for Dimitri's alter-ego Enerjak, he appeared in the first Knuckles mini-series as well as appearing in the Dark Vengeance storyline in Knuckles issues #7 through #9.

Dear Sonic peoples;

I just wanna' say thank you. I've been a True Blue fan since the first "Sonic The Hedgehog" video game waaaaay back. Since, what was it? 10-11 years ago? I just loved the that game (which I still pull out and play once in a while.). Which led me to watch the Sonic cartoon series every Saturday morning. I wasn't aware of the comic book until my best friend bought me "Sonic The Hedgehog #2." I was hooked! And the rest is history. I'm turning 18 in a few months and, while reading issue #105, I realized that I grew up with Sonic. I still play his games, draw fan art, and buy and read the wonderful comic which you guys put out every month. I just wanna' thank you guys for that. For you to do that, speaks of "Da' Hog's" popularity. Keep on doing what you guys do, and I'll (not to mention the legions of Sonic fans out there) keep on reading.

~S-Jay, (Total 'Hoghead)

What more can I say? We've been getting a lot of mail lately from readers telling us how they've grown up along with the book, and I think I can safely say for everyone connected with the book that we're extremely touched by how much our efforts have meant to a lot of people. We'll keep at it as long as you guys keep checking it out.

**And that's it for this issue,
so check back with us next
time for the usual
comments, compliments**

Cover illustration by Patrick Spaziente and Nelson Ribeiro
with colors and separations by Josh D. Ray. Edit page layout & design by JoepeP.



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